Drakkar

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A handful: Ground combat

In Hrstka, players can sometimes get into a situation where they get into a direct fight, for example during an escape from captivity or during a non-airy interlude. Then they must take up arms and fight the enemies face to face. The following rules will allow these fights in Hrstka to take place with almost unchanged rules. We'll just change the nomenclature.

Battlefield

As in the classic Hrstka, the situation on the battlefield is very abstract. We can imagine the battlefield as a rugged country with dimensions of tens and hundreds of meters. We will certainly find a number of hiding places and nooks on the battlefield and everyone will cover as much as possible.

The specific appearance of the battlefield, as well as the actual position of the soldiers on it, is to the detriment rather than the benefit. However, players should have a good idea of what the country looks like for storytelling purposes.

Properties

In Hrstka, we rely on two basic qualities in combat. The first is shooting. This will not change in ground combat and will be used as well.

Of course, the ability to pilot an aircraft is not very valid for us here, so all the actions that the pilot used will now use a soldier. The soldier here represents combat experience and tactics.

In terms of hits, the character has two lives. If one loses, she is injured and has a penalty of −5 on all throws.

Stocks

- **Shooting** - it remains the same as before. The player rolls 3d6, adds bonuses, shoots, and if he has more than 16, hits the opponent.
- **Gaining a position -** the character will move to a new, more advantageous position. The team gets a position point. Position points can be converted into a +2 to the bonus bonus as well as altitude tokens in air combat.
- **Forfeiture** - a special maneuver. The character has managed to get into an excellent position unnoticed, from where he can hit uncovered enemies. If a player has at least 3 position points, he can use them and attack twice with a bonus of +6.

- **Get in the back** - the character gets to the opponent's side and focuses on him. It works just like hanging in a handful. Players throw a soldier at each other, and if the attacker wins, the defender has him in the back and can attack him with a +5 shooting bonus. The character has an attacker out of sight, so he does not know about him and will not attack him
- **Gaining cover** - depending on how much her opponent got in the back, the character can try to notice the attacker and quickly get cover from this side. They throw themselves at each other again. If the player succeeds, he moves to another place, thus canceling his opponent's bonus.
- **Heroic intervention - the** character of her experienced veteran instinct says that something is wrong, she turns around and sees a creeping enemy and fires at him without hesitation. All you have to do is hit 16 on the soldier, just like in Immelmann's maneuver.
- **Companion - A** character can make a teammate a companion. She stays close to him and watches over him. A character who has a partner cannot be reached in the back. In addition, relieved from watching the surroundings can properly concentrate on shooting and has a bonus of +2. If a character with a partner gets a position token or an escape token, the Partner can take it as well.
- **Escape from the battlefield -** the character gets an escape token.
- **Trapping** - the character throws at a soldier against an opponent with an escape token. If he succeeds, the target loses one escape token.

Weapons and equipment

Each character can take two pieces of equipment from the following list:

- **Rifle (15)** - Stalica military scene. Although she is not special in anything, she has piles of ammunition and an experienced shooter can do wonders with it.
- **Pistol (10)** - Due to its compactness, the pistol is very suitable during sneaking and moving. It is also possible to pull it quickly when the opponent gets in our back. *In the round when used, the character has a +1 bonus to all soldier throws.*
- **Sniper Rifle (5)** - In addition to being very accurate, this weapon is heavy and clumsy and it is important to disassemble it in the right place. *It is only possible to shoot from a sniper rifle using at least one position token. Provides a +2 shooting bonus.*
- **Submachine gun (6)** - With the advent of automatic weapons, the war changed. Due to their high cadence, it is easier to hit the opponent, but ammunition is not spared. *The submachine gun provides a +1 shooting bonus.*
- **Machine Gun (10)** - This heavy piece of technology can shoot one shot after another, but it is very inaccurate. *The machine gun can fire twice per round. The character who uses it has a penalty of −__ 2 for soldier and shooting throws.*
- **Contact weapons** - Knives, bayonets and swords, all these weapons were used in the war. Of course, running against an armed opponent was insane. *Contact weapons enable the Attack action - if the opponent has the character in his back, it is possible to use this action. The attacker and the target are thrown at the soldier. If the attacker wins, the defender receives an injury. If the defender wins and is also armed with a contact weapon, the attacker gets injured.*
- **Grenades (2)** - To use grenades, it is necessary to get the opponent within reach. Still, the force is worth it. *They can only be used in a back attack. They hit an opponent in two lives.*
- **Rocket Launcher (1)** - A rocket launcher is actually a metal tube containing an anti-tank missile. It is designed to

destroy heavy targets, tanks and the like. *The character, which is equipped with a rocket launcher, has a penalty of 4 to the soldier. It can be dropped after the shot.*

- **Ballistic vest** - The first ballistic vests of this period cannot be compared to modern armor, but they managed to save a man hit by shrapnel and repelled bullets. *The ballistic vest adds one square of life to the wearer. Even if he comes, he still doesn't count as injured.*
- **First Aid Kit -** There is no time to rescue a badly injured character in combat. However, it is possible to stop the shot bleeding and put him to sleep. *Throw in your personality. If you roll 12 or more, you have stopped the target from bleeding and do not have to count the penalty for the injury.*
- **Ammunition (2)** - Supplying ammunition before a long battle may seem like superstition. The fact is that too many people have died from a lack of ammunition. *Ammunition will allow as an action to replenish ammunition in the weapon to the maximum.*